

Section 13: Answers to Early Puzzles

If you get stuck somewhere early in the game, this section provides a walkthrough for Upper Exile and Krizsan. If your problem isn't answered there, look to see if your question is listed after the walkthrough, and, if so, look at the number after it. Look for that hint in the list at the end of the section.

Some hints use x-y coordinates. To find out where you are in a dungeon, cast the Level 1 priest spell Location.

Map -

If you get lost, don't forget there are maps available. Flip to the Special page on the Inventory Screen, and use the maps. If you need more help, there is a detailed map on the outdoors in the hint booklet.

Walkthru for Upper Exile and Krizsan Province

Topics covered:

Krizsan Province

What do I do at the Agate Tower? Where is the slime's lair? Once inside, how do I get through the portculli on the lower level? How do I defeat the slimes? How do I destroy a slime pool?

The New Formello Murders

What's the deal with this? Can I solve them?

Fort Emergence

You start in your bedroom in Fort Emergence. You can return here to rest at any time. Get the scroll and read it (by using it). Look in the dressers, and get the stuff. Go talk to Anaximander, who is located at (1,5). He'll tell you to go to the surface, although you can gain experience in two dungeons in Upper Exile first. These are the Goblin Lair and the Bandit Hideout. There is a map to them in the bookshelf at (10,4).

You can, if you wish, go explore Upper Exile by leaving Fort Emergence to the south. When you're ready, you can go out onto the surface by leaving to the north.

Krizsan Province and the Slimes

Upon reaching the surface, head south to the ocean, and look for the city of Krizsan. Entering and asking around, you can find out about the horrible invasion of slimes that has been tormenting Krizsan Province. Destroying the slimes is not necessary to win the game. However, if you don't destroy them, you must eliminate the cockroaches on the Isle of Bigail to be able to win.

Speak with Mayor Arbuckle, who will give you a mission to go destroy the slimes. Then search town until you find Dawn the sailor. She will tell you of strange lights she has seen on the coast to the west. This is a good place to investigate.

Heading west from Krizsan, you can find the Agate Tower. This is an important, but tricky dungeon. You may wish to adventure elsewhere to gain experience before venturing inside.

Once in, you need to get to Jordan's library, where you will find out the location of the Slime Pit and the main weakness of the slimes. Walk down the entry corridor, and get dropped into the basement. Go through the door at (7,32). You will be in Jordan's inner sanctum. Explore it, kill him, and search the bookshelves around (13,42). You will now know where the Slime Pit is, and have learned that fireballs destroy the pools where slimes are made.

Leave this area through the door at (15,39). Head east, destroying the slime pool with a fireball if you want, head north, and climb the stairs at (23,27). Pull the lever at (19,24) to turn off the corridor traps, and walk out.

Now, if you're feeling strong, you can assault the slime pit, southeast of the town of Colchis, which is east of Krizsan. Exploring Colchis thoroughly, you can find two magical items which can provide protection against the slimes' nastier magical effects.

When ready, enter the Slime Pit. Head west to the pedestal at (32,29). This is the first of many button puzzles you will encounter. There are five stairways down on the first level of the slime pit. The location of

each button on the pedestal corresponds to the location of a stairway down. When pressed, the button will open the gate at the base of that stairway. Explore the level, pick a stairway, press the button corresponding to that stairway, and climb down it.

Level 2 consists of five separate sections, each populated with slimes, and each ending in a slime pool. Proceed through each section, destroying the pool at the end with a fireball. When all the pools are destroyed, the barriers on the other sides of the pools will disappear. Go through, and kill the gigantic Alien Slime. Once dead, the slimes will disappear, and you will have successfully completed this quest.

Go through the secret passage at (24,3), and find the magical rune. Leave the Slime Pit and go to Krizsan to get your reward from the mayor, and the return to Fort Emergence. Speak to Berra the mage (in the southeast section of Fort Emergence) and ask him about 'evidence.' He'll tell you something interesting. Sometime soon, a visit to Erika will be in order.

Then see Anaximander. He'll congratulate you, and tell you to visit the Tower of Magi for magical training. Leave Fort Emergence to the south to enter Upper Exile. Go to the Portal Fortress, to the west. Speak with Seles to get permission, and then enter the portal at (5,42). Find Solberg, and he'll give you spells. Each time you complete a monster mission, go speak to either 'X' or Solberg, and one of them will give you some new, powerful spells.

At this point, everything regarding the slimes is pretty much settled, and it's time to move on. Adventure (and major grossness) awaits you on the Isle of Bigail.

The New Formello Murders

Sometime around now, Anaximander will tell you of a pair of grisly murders that happened in the Upper Exile town of New Formello, and ask you to investigate. Travel there, and speak with Flanagan. Then head north to the Murder Cave. There's an important item there that you need.

Inside the murder cave, go to (6,9) to inspect the bodies. Interesting, but you need to do more. Go through the secret passage at (7,7). Fight your way through the tunnels, and step on the special encounter at (25,2). The key there will be very important later on.

Other questions

Upper Exile

In Fort Emergence, how do I get into the room with the Orb of Thralni? 66

In Fort Emergence, how do I pass the hidden magical barrier in the mage's section? 3

In the Portal Keep, how do I get Seles to let me use the portal? 28

In the Portal Keep, how do I get Denise's charm? 48

In Ghikra, how do I get in to see the Crystal Souls? 4

In Ghikra, where do I find Koriba's statue? 67

In Ghikra, how do I enter the southeast section? 29

In the Bandit Hideout, how do I get in? 5

In New Cotra, what is that building in the northwest corner? 49

How do I reach Erika's tower? 30

How do I get to that island in the middle of the big lake? 6

Where can I store my items? 47

Krizsan Province

What do I do with all these unicorn horns? 68

At the Distant Hut, what do I do ? 51

I stole something from Ernest. Can I make him not hate me? 8

In Pergies, how do I do Paulo's mission? 32

What do I do with the hermits who give you messages? 9

In Guhkbar's Pit, what do I do? 33

A dryad wants me to bring her something beautiful. Where is it? 52

I was late with a job, and now that dispatcher won't hire me anymore. What do I do? 27

The answers:

3. When you've ended one of the monster plagues on the surface, ask Mazumdar about 'tomes'.
4. Ask Rentar-Ihrno about 'visit.'
5. There are secret passages at (11,37) and (33,34).
6. Buy a boat from Gointz in New Cotra. Sail into every space next to the rocks around the island. One of them removes one of the rocks, letting you through.
8. Use one of his teleporters. It will send you to someplace very unfriendly. After this, however, he'll have forgiven you and the portals will work normally.
9. You can carry 10 messages for them. Then they won't give you any more. It's easy money.
27. Wait. It will take a while (usually around 50 days), but the dispatcher will eventually forgive you.
28. End one of the monster plagues (like the slimes or roaches) on the surface.
29. Destroy the golems, take the crystal shards you find there to Berra, and ask him about 'evidence.' You'll then be able to enter this section.
30. Find the rune hidden beyond the Alien Slime in the Slime Pit, discover evidence proving who is responsible for the monster plagues, or complete the troglo/giants mission, and you will be able to cross the bridge to Erika's tower.
32. Ask Paulo about 'herbs.' Go south and enter Delis. You can walk through the trees at (21,7) to enter the storeroom. Get the herbs, and the door at (19,10) will become unlocked. Leave as fast as you can, return to Paulo, and ask him about 'herbs' again.
33. Go west to the pixie at (6,26), and talk to it. Go through the secret passage at (4,27). There is a giant chief at (18,15). If you're strong enough, you can kill him. Otherwise, avoid him, and move north to talk to the dryad at (12,4). Ask her about 'charm'. Move to the box at (30,15), staying as far away from the giant as possible. If the giant sees you, flee the dungeon, reenter, and try again. Get the key from the box, go back the dryad's cell, and free her.
47. You can leave items in the storeroom at Fort Emergence, the House on a Hill, or Hawke's Manse.
48. Use the portal to go down to the Tower of Magi, and search at (52,37).
49. It's the Bunker. Someone in Sharimik (you need to have registered to get here) can tell you about this.
51. Talk to Ernest and hit the Buy button. You'll then be able to enter one of the portals, and teleport to any large city in Valorim.
52. The perfect flower is at the end of a long valley northwest of Libras. Bring it to her.
66. Wait. Something will happen with this eventually.
67. Go to the Wolf Pit (under the Goblin lair and the Bandit Hideout). Climb the stairs hidden at (30,1).
68. Sell them to Captain Agrod. He's in Krizsan.